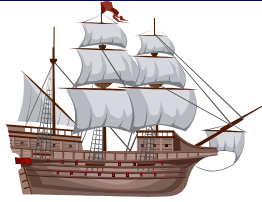


(Week 2 Homework) – Ship Matrix

*NOTE – Attributes apply to default state of ship without upgrades

Ship Class	Speed	Control	HP Hit Points	WP Weapon Points
 <p>Class A (Small Commuter)</p>	<p>With Wind +10 Without Wind +2 Max +20 Decrease with lowered HP -5 for every 5 under default HP</p>	<p>With Wind +50 Without Wind +2 Max +100 Decrease with lowered HP -5 for every 5 under default HP</p>	<p>+200 Max +400</p>	<p>+40 Max +80 Decrease with lowered HP -5 for every 100 under default HP</p>
 <p>Class B (Medium Commuter)</p>	<p>With Wind +20 Without Wind +1 Max +30 Decrease with lowered HP -4 for every 5 under default HP</p>	<p>With Wind +40 Without Wind +1 Max +50 Decrease with lowered HP -4 for every 5 under default HP</p>	<p>+400 Max +600</p>	<p>+80 Max +120 Decrease with lowered HP -4 for every 100 under default HP</p>
 <p>Class C (Large Commuter)</p>	<p>With Wind +30 Without Wind -1 Max +40 Decrease with lowered HP -3 for every 5 under default HP</p>	<p>With Wind +30 Without Wind -1 Max +40 Decrease with lowered HP -3 for every 5 under default HP</p>	<p>+600 Max +800</p>	<p>+120 Max +160 Decrease with lowered HP -3 for every 100 under default HP</p>
 <p>Class D (Trade Ship)</p>	<p>With Wind +40 Without Wind -2 Max +50 Decrease with lowered HP -2 for every 5 under default HP</p>	<p>With Wind +20 Without Wind -2 Max +30 Decrease with lowered HP -2 for every 5 under default HP</p>	<p>+800 Max +1000</p>	<p>+160 Max +200 Decrease with lowered HP -2 for every 100 under default HP</p>

 <p>Class E (Pirate Ship)</p>	<p>With Wind +50 Without Wind -3 Max +100 Decrease with lowered HP -1 for every 5 under default HP</p>	<p>With Wind +10 Without Wind -3 Max +20 Decrease with lowered HP -1 for every 5 under default HP</p>	<p>+1000 Max +1400</p>	<p>+200 Max +300 Decrease with lowered HP -1 for every 100 under default HP</p>
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* Ships attributes can change up to max by applying upgrades with acquired booty.

(Week 2 Homework) – Victory Conditions

There will be three levels of victory conditions:

Level 1 – (Mini Battles)

In this level you will achieve victories in the mini battles that take place throughout the course of the game. The scale of these battles depends on the ships involved.

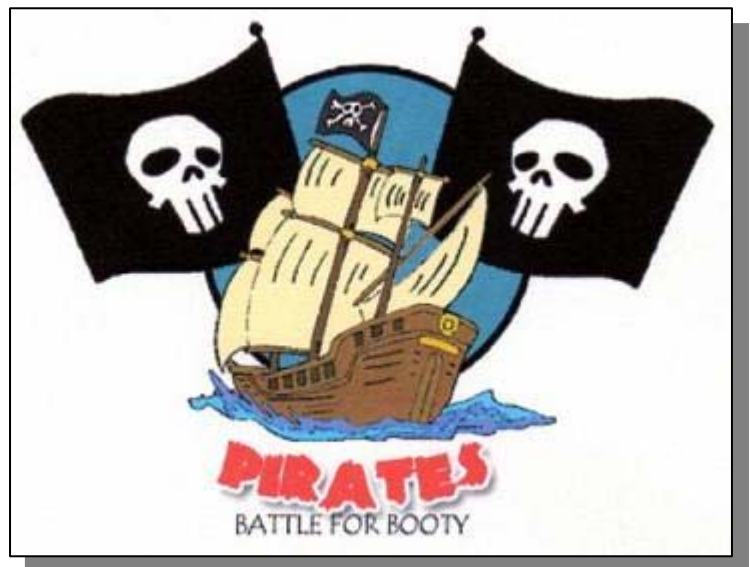
One-on-One Battles – the victory is achieved when one ship depletes the other ships HP (Hit Points), and that is considered a victory over the opposing ship. The other way to achieve a victory in this scenario is the force the opposing ship to flee.

Massive or Miniscule Fleet Battles – the victory is achieved when one fleet of ships destroys the other ships in the opposing fleet. This is achieved under the depleting HP (Hit Points) conditions described in the one-on-one battles. The other way to achieve a victory in this scenario is the force the opposing fleets to flee.

Level 2 – (Scenario Victories)

In this level you will achieve victories in the various scenarios that you can play. The victory conditions will vary depending on the goals of the scenario. Each scenario will have from one to many conditions. Most will include victory conditions found in Level 1. Some of these will include:

- Learn a new skill
- Collect a certain item
- Destroy a certain ship
- Destroy a certain fleet of ships



Level 3 – (Campaign Victory)

In this level your main victory conditions is to create a pirate ship that legends are written after. You obtain this goal by becoming the last-man-standing or either forcing your opposition to flee in defeat. Throughout the course of a campaign you will be faced with various victory conditions from both Level 1 and 2.